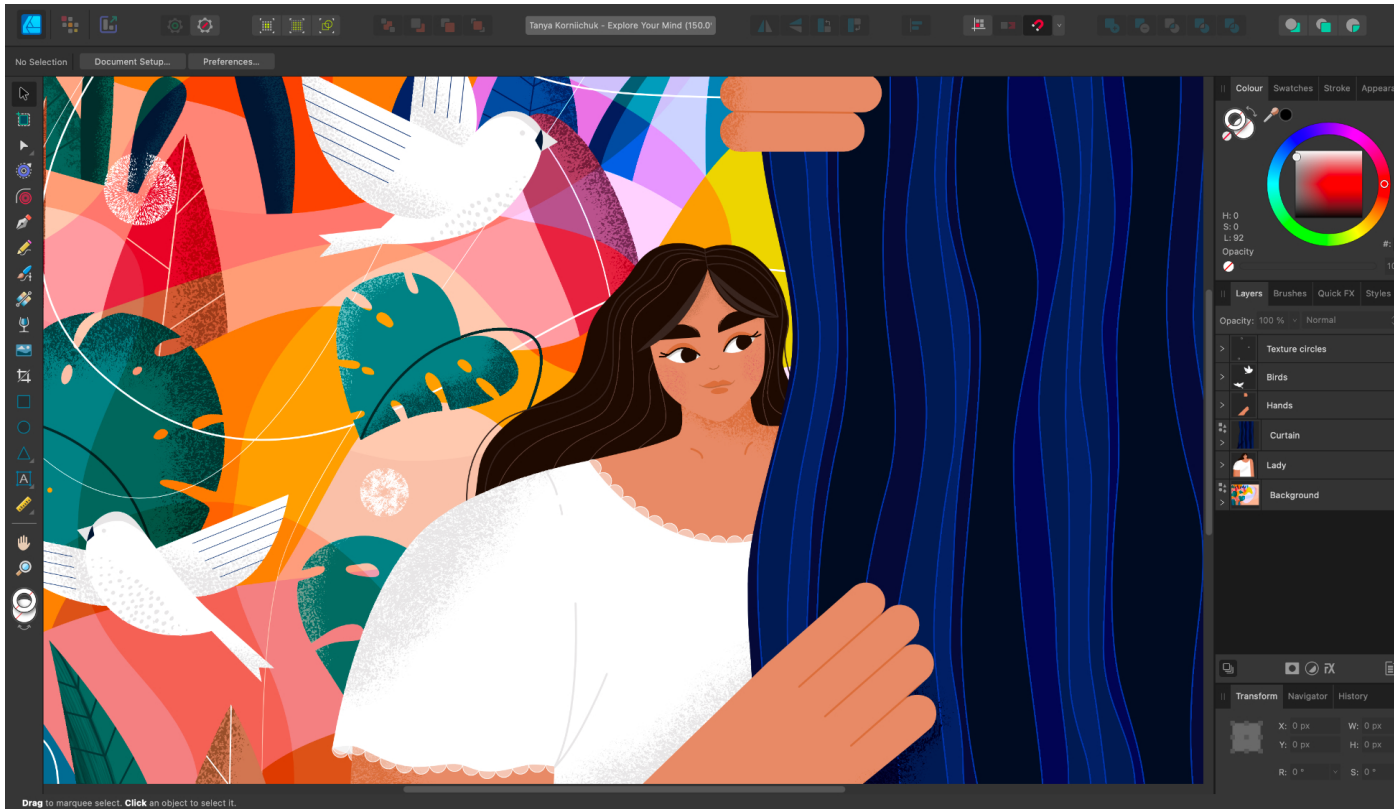


Introduction

1. Affinity Designer	2
2. Features	3
3. Persona	11
4. Switching Personas	13

What is Affinity Designer 2?

Affinity Designer 2 is a powerful vector design app coupled with pixel-based textures and retouching, all brought together in the same user interface. You'll benefit from lightning fast performance, ultimate flexibility and beautifully designed professional-level features.



About Affinity Designer 2

The product possesses an impressive selection of professional-level concepts and features aimed at pushing the boundaries of your design experience.

Key concepts

- Ultimate flexibility with seamless mixed discipline creativity
- Different tool sets, called Personas, for different design needs
- Best in class performance
- Real-time dynamic tools and effects
- Accessible professional-level tools and features
- High-end file format support
- Built from the ground up to take full advantage of modern hardware, resulting in a smooth, fast user experience
- Multiple apps rolled into one! Combined seamlessly, avoiding time-consuming flipping between separate vector and pixel app
- Combined vector and pixel editing in the same document, retaining vector editing throughout
- Non-destructive operations

Why not review the product's [key features](#) in detail?

Features of Affinity Designer

Here's an overview of the features of Affinity Designer. Choose a category from the menu below, which includes options to view all features, or only those that are new in this version—marked with a red bullet (▪).

All features



New in V2.6

- [Pencil tool](#) improvements:
 - Choice of auto-closing behaviors
 - Use current line style while drawing
 - Smoothness control when editing
- [Color panel](#)'s Color Picker automatically colors selected object(s)
- [Toggle marquee select intersection](#) behavior with **Ctrl** key
- [Stroke Width Tool](#) profiling improvements including Reset Profile
- Search within current [Brushes Panel](#) category
- [Set Selection Box](#) for objects rotated by 90, 180 or -90°
- Image layer improvements:
 - Deleting pixel selections will mask content
 - Duplicating pixel selections will create masked pixel content from just that copied area
 - Moving marquee pixel selections with **Ctrl**-drag will rasterize layer and move just that content
- Flood Select, Marquee and Freehand selection tool improvements:
 - Tools now use **Shift** to Add; **Alt** to subtract
 - Antialiasing enabled by default
- [Rectangular Marquee Tool](#) can be drawn from center
- [Marquee tools](#) use the **Ctrl** modifier to constrain

Power, performance and compatibility

- Optimized for:
 - Direct3D
 - 64-bit engine

- Hardware GPU acceleration (OpenCL) for integrated, discrete and external GPUs
- Display support
 - Wide color gamut (Display P3)
 - HiDPI
 - HDR (Windows; >400 nits recommended)
- Create massive gigapixel-sized documents
- 16-bits per channel editing
- Sub-pixel accuracy
- Up-to-date tablet support
- Multi-touch support
- Surface Studio with Surface Pen and Surface Dial support
- DirectX 10 compatible
- Windows® 11, Windows® 10 May 2020 Update (2004, 20H1, build 19041) or later

Solid graphic design tools

- Artboards
- Intuitive Move Tool moves, scales, transforms
- Select multiple objects by type, color, stroke weight, transparency, and more
- Rotate/transform from movable origin
- Customizable nudge distances
- Precise Pen Tool
- Contour Tool
- Arrowheads (and tails)
- Multiple strokes and fills per object
- Node Tool for fine tuning vectors
- Freeform Pencil Tool with Sculpt mode
- Stroke stabilizer for smooth pen, pencil and brush strokes
- Raster finishing without switching apps
- Smooth gradients (skew, scale and planar aware)
- Add noise to fills and strokes as a solid or graduated attribute
- Assets for object storage
- Customizable, saveable stroke styles
- Styles presets

Powerful layer management

- Drag and drop layers
- Non-destructive adjustment layers
- Apply adjustments and blend modes at the stack, layer, group, selection or object level
- Clipping within layers
- High quality layer effects
- Pixel adjustments and effects on vectors
- Blend modes
- Layer and object Blend ranges (linear and non-linear)
- Per-object Blend gamma control
- Per-object hierarchical antialiasing
- Lock child layer positions
- Colored layer entry tagging for easy identification

External resource management

- Linked resources
- Embedded/linked resource policy on new document creation
- Resource Manager
- Collect linked resources
- Packaging for project portability

Professional object control

- Symbols
- Corner Tool
- Boolean operations (Add, Subtract, Intersect, Divide, Xor)
- Live-preview non-destructive compounds (Boolean operations)
- Convert shapes and text to fully editable curves
- Duplicate and transform objects with precision
- Transform objects separately
- Point Transform Tool to scale/rotate about movable transform origin
- Customizable geometric shapes
- Select multiple objects by type, color, stroke weight, transparency, and more

- Multi-node selection using polygon or freehand (lasso) drawing
- Multi-node selection, alignment and transform
- Control handle snapping to angles and distances

Professional color support

- 16-bits per pixel color depth
- CMYK, Lab, Grayscale and RGB color modes
- Color panel (RGB, HSL, LAB, CMYK, Grayscale)
- Swatches panel for pre-supplied and custom color palettes
- Color Picker Tool (color mode aware, pick from anywhere on screen)
- Global colors
- Color tints
- Professional color support
- PANTONE® color support
- ICC color profiling
- Import Adobe Swatch Exchange (ASE) color palettes (including spot colors)
- Drag-and-drop colors from Chroma app (SoftPress)

Vector brushes with stretch and corner controls

- High quality brush galleries
- Change brush size, hardness, and opacity on the fly
- Import/export brushes, including ABR file import
- Custom brushes (including image-based brushes)
- Multi-controller support including pressure and velocity
- Controller-specific brush dynamics
- Customizable controller ramps

Text and typography

- Artistic and frame text
- Character and Paragraph panels
- Text styles
- Text on a path

- Path text overflow control
- Flowing text
- Spellchecking
- Advanced typography including ligatures
- OpenType font features
- Comprehensive bullets and numbering

User interface

- Persona task-orientated workspaces
- Customizable tabbed workspace
- High DPI (retina) support
- Multiple document views
- Windowed and Full Screen modes
- Docked or floating panels
- Comprehensive keyboard shortcuts and modifiers
- Customizable keyboard shortcuts
- Customizable toolbars
- Saveable Studio panel presets

Design Aids

- Pixel, Retina, and Wireframe (Outline and X-ray) view modes with Split View support
- Constraints for intelligent object scaling/anchoring
- Rotate document view
- Incredible zoom range
- Intuitive panning
- Saveable zoom viewpoints
- Dynamic snapping guides for precise alignment
- Fixed guides and column guides
- Rulers with spread origin control
- Multi-object alignment and distribution
- On-object alignment handles
- Pixel-accurate alignment for web graphics and website mockups

- Managers for Brushes, Grids, Snapping and other operations
- Automatic, fixed and projection grids
- Context toolbar and hintline
- Fluid document History <8192 steps with branching control
- Save History with Document (multi-session)
- Snapshots
- Keyboard modifiers for on-the-fly tool changes
- Mixed-mode assistant eases vector and pixel mode switching according to the user's preferences
- Defaults (document and global)
- Isometric/advanced axonometric grids
 - Isometric Panel for easy grid creation, as-you-draw transforms and plane switching
 - On-page draggable grid origin with grid axis scaling and angle adjustment
 - Grid presets
 - Cube mode for custom grids from transformable cube

Pixel-based designs

- Seamlessly switch to and from pixel editing mode to apply finish to vector artwork
- Pixel brushes for high-quality textures
 - Import/export brushes, including ABR file import
 - Custom brushes
 - Create brushes from any pixel selection on pixel or mask layer
 - Change brush size and color on the fly
 - Sub-brushes (combined brushes)
 - Brush symmetry and mirroring
 - Choice of brush and nozzle controllers/ramps
- Pixel selection tools
 - Shaped selections
 - Smart selection brush works over pixel and vector data
 - Freehand Selection Tool with Polygonal and Magnetic modes
 - Refine selections to capture fine detail
 - Flood selection
- Pixel adjustment brushes
 - Dodge and Burn brushes

- Smudge, Blur and Sharpen brushes
- Masks
- Pixel flood fill tool
- Pixel and vector artwork exported in harmony
 - Pixel artwork scaled if required on output
 - Nearest Neighbor, Bilinear, Bicubic and Lanczos 3 pixel scaling available
 - Set export areas and file formats during or after the design process

Interoperability

- Retention of vector design elements when cutting and pasting between Affinity Designer and other apps
- Affinity Designer files can be opened in other Affinity products and vice versa
- In-app license activation
- Content sync of Affinity Store purchases

Document control, Import, Export and Printing

- Easy Document Setup with preset thumbnails and template support
- Affinity Designer, Affinity Photo, Affinity Publisher file placement
- High-quality Adobe® Photoshop® PSD import, place and export
- Adobe Illustrator (.ai) import and place
- PDF import
- PDF passthrough for absolute display/output fidelity
- Place images (PNG, JPEG, GIF, TIFF, SVG, EPS, EXR, HDR)
- SVG import and export, including Inkscape extended SVG support
- Stock Panel for free and royalty-free image resources
- Export slices, layers, pages, and artboards to PNG, JPEG, TIFF, GIF, EPS, SVG and PDF
- Preserve layers in exported TIFF images
- Export automatically to retina sizes (@2x and @3x)
- Set export areas and file formats during or after designing
- Export document or current selection(s) to many raster image formats, PSD, PDF, EPS and more
- Export Preview
- Desktop printing with Layout, Paper Handling, Feed, and Duplexing control

- Web-ready PDFs (Acrobat) with presets
 - Professional hi-res PDF/X printing (CMYK) with presets
 - Spot colors and overprint control
 - Bleed (with preview) and printers marks
-

SEE ALSO:

[Affinity Designer](#)

[Personas](#)

Personas

Think of Personas as different ways of working within your app. If you want to work purely with vector tools you can design in the default Designer Persona; for additional raster textures and pixel brush strokes the Pixel Persona is the choice for you. One final Persona, Export Persona, is ideal for exporting specific areas of your design as usable graphics (for web, print, etc.).

About each Persona

Let's take look at each Persona's features.



Designer Persona

- Draw curves and shapes
- Add vector brush strokes
- Add fills and transparency
- Create art and frame text
- Add and crop photos and vector images



Pixel Persona

- Make freehand, shape, and brush-based selections
- Add pixel brush strokes
- Erase using pixel brushes
- Retouch with dedicated tools



Export Persona

- Choose sized areas for export

Switching Personas

When you switch to a different Persona, a unique workspace layout containing the tools and panels used by that Persona is loaded. This may also change the menus available so that everything you need to unleash your creativity is at your fingertips.

▼ To switch to a different Persona:

Do one of the following:

- On the Toolbar, click the button for the Persona that you want to use.
 - In the **File** menu, select a Persona from the **Personas** option.
-

SEE ALSO:

[Affinity Designer](#)

Switching Personas

When you switch to a different Persona, a unique workspace layout containing the tools and panels used by that Persona is loaded. This may also change the menus available so that everything you need to unleash your creativity is at your fingertips.

▼ To switch to a different Persona:

- On the Toolbar, click the button for the Persona that you want to use.



- In the **File** menu, select a Persona from the **Personas** option.

SEE ALSO:

[Personas](#)